

Module Title:	Introduction to Audio
Language of Instruction:	English
Credits:	5
NFQ Level:	6
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	Students will conduct practicals with audio equipment and will also work in a computer laboratory. The students will undertake practical assignments based on creating narratives with sound for visual media genres.
Module Aim:	This module is intended to provide students with the theoretical knowledge and understanding of the communicative power of music, voice and sound used in TV, Cinema & Games. All stages of audio will be covered to include planning, production and post-production. The aim of this module is to give students the basic ability and practical skills to support narrative content within video footage by producing sound design through sound recording and sound editing.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Recognize the narrative function of music and sound used in TV, Cinema & Games
LO2	Demonstrate these narrative functions by producing sound design for video footage
LO3	Use Industry Standard Sound Recording hardware and Digital Audio software in producing an original music score for a piece of visual media.
LO4	Choose appropriate audio hardware for specific productions.

Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment

Indicative Content

Introduction to Sound Design and Music Appreciation

Understanding the Qualities of music and sound such as timbre, pitch, melody, harmony, rhythm, etc. Recognizing the Psychological and Emotional aspects of music and sound; listening modes; Gestalt principles and Illusion & the Doppler Shift. -Genres of music and their contribution to narrative structure in TV, Cinema & Games. -Narrative function of sound in TV, Cinema & Games; narrative analysis, music and story, character identification, primary and secondary emotions

Sound Production & Sound Design

Introduction to Sound Recording & Inventing Sound Objects based on the Foley technique. ADR (Automatic Dialogue Replacement) - Multitrack Editing and mixing music and sound. -Sound Shaping; Music and Sound Manipulation through Dubbing, Mixing, Editing, -Altering frequencies, Adding Effects such as Echo, Delay and Reverbs. -Syncing sound to Image.

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Written Report	Written Assignment	1	20.00	n/a

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	A significant group project will assess the degree to which the student has achieved the skill, competencies and knowledge as defined in the learning outcomes.	2,3,4	40.00	n/a

Practical

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Viewing and listening to examples of work.	2,3,4	40.00	n/a

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	Every Week	3.00
Independent Learning Time	Every Week	1.00
Total Hours		4.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_EETVM_B	Bachelor of Science (Honours) in TV and Media Production	1	Mandatory
CW_EETVM_D	Bachelor of Science in TV and Media Production	1	Mandatory